
iEARN Professional Development Program – April 2010

1. iEARN Online Project Based Learning (Beginners Training) & Youth Volunteering and Community Service Workshop

Date: April 2nd – 3rd

Target Professionals: Subject teachers, Computer Teachers, Principals/Head teachers, Curriculum Directors/Coordinators, Head of the Departments and Trainee/Pre-Service teachers

Day 1: The iEARN Online Project Based Learning (Beginners Training)

Time: 9:00am-4:00pm

Abstract:

The iEARN online projects are a 21st Century pioneering model for engaging students in meaningful technology based learning opportunities. iEARN Online projects have great potentials to enhance students' expression, language skills and understanding of the world. iEARN projects presents an opportunity to work with students of this digital society to engage in discussions and dialogue on common issues and those related to one's culture with peers and experts globally.

The iEARN Beginners Training Program is a hand on professional development session focused at enabling the teachers with tools and skills to participate in online curriculum based collaborative telecommunications projects with classrooms from 125 countries around the world.

The various sessions of the workshop will present ways to integrate technology in the curriculum in meaningful projects. Participants will be able to build a supportive community of educators globally that share the latest teaching methodologies.

There will be multimedia presentations, off-line and online group activities to help participants select, plan and be ready to implement an iEARN projects independently. Participants will be encouraged to collaborate with each other during the work-shop and to take the time to connect with international teachers in other sessions.

Each participant will get their own copies of the latest iEARN Project Description Book.

Objectives of the iEARN Beginners Training

During the workshop sessions, participants will:

- Be exposed to and discuss iEARN's mission and vision
- Get familiar with and navigate iEARN web site and available resources at hand
- Find out the underlying objectives and cross curriculum aspect of anyone iEARN online collaborative project and its correlation to teaching standards
- Practice using iEARN's technology tools and be aware of the difference between them
- Discuss the advantages and disadvantages of Project-Based Learning
- Discuss different classroom management techniques for project implementation
- Understand the nature of asynchronous/synchronous communication in online collaborative projects
- Find out and discuss how to prepare classes for online collaboration
- Select and plan a project that correlates to participants curriculum's objectives and teaching standards

Day 2: Youth Volunteering and Community Service

Time: 9:00am-4:00pm

Abstract: How wonderful it is that nobody need wait a single moment before starting to improve the world. (Anne Frank)

Community service is a voluntary activity that in some way benefits members of the community. The promotion of volunteerism, i.e. a favorable attitude toward volunteer work in the minds of individuals, is seen as the primary purpose of community service activities. It directly benefits to the community through the work performed. Youth are able to play many more social roles than we usually give them credit for. Leaders from schools and community groups can use service-learning as a powerful vehicle to improve students' achievement, build character, and build leadership skills.

Through this workshop we aim at enabling teachers to implement one of the most rewarding and high impact efforts for their communities by involving young people in service and service-learning. The first part of the workshop session will present the basic concept, strategic planning and curriculum integration of a school wise service learning program. Participants will be introduced to a structured framework to support the design and preparation of service projects lead by groups of young people. Presenter will illustrate using several examples of service learning projects taken up by students group in and around Pakistan.

The second part of the workshop would undertake the introduction of and planning for the GYSD (Global Youth Service Day). GYSD, the largest service event in the world, mobilizes youth to identify and address the needs of their communities through service, recruits the next generation of volunteers, and educates the public about the year-round contributions of young people as community leaders. A range of possible service learning projects will be presented for teachers to adapt or choose from for implementing with their students. The workshop activities will utilize well designed tools to help teachers engage youth leaders, and young people plan

quality service projects, recruit volunteers, identify costs, raise funds, generate media attention, and incorporate service-learning practices as a part of the school curriculum. A teacher's guide would be given to each of the participants containing valuable resources on community service and service learning projects.

Topics Focused:

- Volunteering and Community Service (Why? What? Where and How?)
- Creating a school wide service learning program
- Designing a service learning project
- Designing a process flow chart for the project completion
- Types of projects and ideas by academic subject areas
- Celebrating and reflecting service learning the GYSD (Global Youth Service Day).